

WARHAMMER

EPIC 40,000™

SPACE MARINE BATTLE FORCE



THE ADEPTUS ASTARTES

While the might of the Imperial Guard is often compared to a huge hammer blow, the Space Marines of the Adeptus Astartes are an accurate, decisive fighting force. They are comparatively few in number – each Chapter operates with around a thousand warriors at one time. They fight with surgical precision, using swift Rhinos and Thunderhawks to strike at the heart of the enemy, eradicating the high command and capturing vital installations. They are also excellent terror-troops – the mere threat of a Space Marine assault has quelled rebellions in the past and few can withstand the fury of their attack. The Space Marines' tanks are also geared towards this role, with the rapid Predator and hulking Land Raider battle tanks making up the bulk of their armoured columns. Even their artillery, the Whirlwinds, are rapid moving, laying down a cover of supporting fire for the advancing armoured Space Marines. As well as being terrifying shock troops, Space Marines excel in defensive situations too. Their heavy armour and special training allows them to withstand attack after attack of seemingly overwhelming odds, emerging at the end of battle battered but victorious.

INFANTRY – Space Marines

Each Space Marine represents the pinnacle of human genetic engineering and hypno-psychotherapy. Their bodies are enhanced by implants and gene-manipulation from early childhood, making their senses far better than a normal man's. Their reactions are lightning-fast while their hyper-tensile muscles make them strong enough to snap an ordinary human in two. This physical superiority is combined with extensive indoctrination and hypnotic therapy, ensuring each Space Marine is unswervingly loyal to his Chapter and the Emperor. Space Marines know no fear and when even the bravest humans would run in terror, they will continue fighting at the forefront, blasting their foes with their rapid-firing boltguns. These supreme warriors are also armed and armoured with the best equipment the Imperium can manufacture. The boltgun is an effective firearm in most hands, but when wielded by a specially trained Space Marine it can cut down a swathe of enemies with a single burst. Each Space Marine wears ceramite and plastel power armour which interfaces directly with his black carapace bio-enhancement via needle-like neural interfaces. The armour becomes a part of the Space Marine, a second skin with powered actuators, digital senses and an inch-thick ceramite exterior.

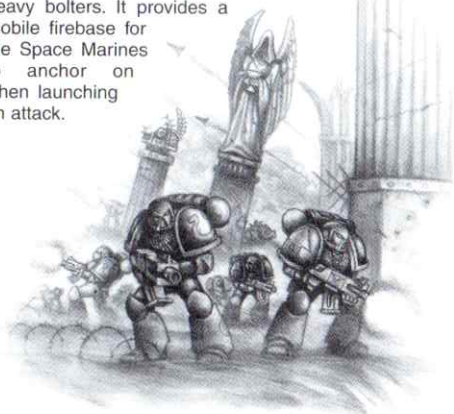
Even more deadly are the Terminators of a Chapter's First Company. They are veterans among even the battle-hardened Space Marines, with decades, even centuries, of experience. Their Tactical Dreadnought armour is like a small tank, forged millennia ago at the birth of the Imperium with technologies which have long since been

lost. On the other end of the scale are the recruits of the Tenth Company, the Scouts. Their training is incomplete and their armour is not the same as a normal Space Marine, for they lack the final implant necessary to interact with proper power armour. However, they are excellent recon troops and are able to infiltrate enemy positions, waylay supply convoys and capture communications installations and other strategically important sites.

In contrast to these rapid tactics are the more static Rapier Laser Destroyer and Tarantula Multi-cannon support weapons. These semi-intelligent, cyborg-operated gun platforms are best used in a defensive role, forming hard points that the enemy will break against and then flee as they are cut down by deadly, accurate fire.

VEHICLES – Armoured Might

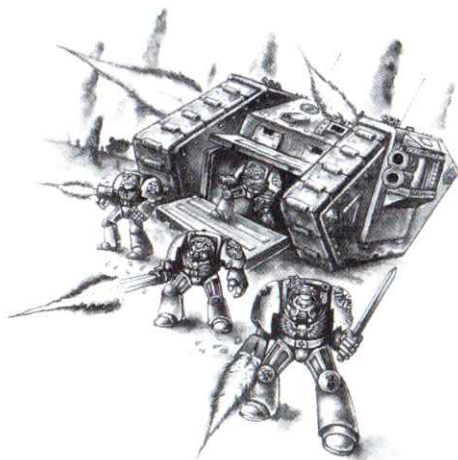
With the exception of the Scouts, each Company of a Space Marine Chapter has its own pool of armoured vehicles, most of which consists of Rhino transports. These form the mainstay of Space Marine assaults, transporting their cargo of super-warriors into the heart of the battle. The huge Land Raider fulfils this role for the First Company, its large armoured hull capable of transporting even the bulky Terminators. Its quad-linked lascannon also give a powerful punch against enemy tanks and war engines, providing heavy firepower to supplement the Space Marine squads it carries. The Whirlwind and Predator are variants based on the Rhino hull. The Whirlwind mounts a rapid-firing multiple rocket launcher, which lays down a withering hail of fire as the Space Marines advance. The Predator mounts a variety of different weapons, mixing the tank-busting lascannon with anti-personnel autocannon and heavy bolters. It provides a mobile firebase for the Space Marines to anchor on when launching an attack.



The Razorback is a relatively new addition to the armouries of the Adeptus Astartes. It is a compromise between the troop-carrying Rhino and the gun platform of the Predator. It has the capacity to carry a five man combat squad of Space Marines, backed up with a lascannon and twin plasma guns. It is a flexible design which can spearhead the attack or work in support of more standard formations. The Vindicator, another Rhino variant, was primarily evolved for fighting in dense cover – thick jungle, urban conflicts and suchlike. Its hull-mounted cannon has a short range but is devastating at close quarters. When Space Marines close in for the kill, they are often supported by rolling salvos of massive Vindicator shells blasting apart the enemy.

Space Marines also utilise fast attack vehicles such as Bikes and Attack Bikes. The famed Land Speeder is another classic symbol of the Space Marines – a fast, heavily-armed light skimmer capable of launching devastating attack runs deep into enemy territory, using the speed provided by its anti-grav motors as its best defence.

When a Space Marine finally falls in battle, he may be fortunate enough to be installed into the adamantium shell of a Dreadnought. In this way his near-mortal injuries will be healed, but at the price of eternal confinement within



his new armoured body. Dreadnoughts stride into battle blazing away with their heavy weapons, forming bastions in the midst of the Space Marines' attack.

PREPARING FOR BATTLE

By Gav Thorpe

The Epic 40,000 game gives players the opportunity to fight huge sweeping battles across vast battlefields. The player is in overall command of many troops and tanks, and his attacks must be co-ordinated to maximise the strengths of his army and exploit the weaknesses of his opponent. However, before any of this can start, you need an army to fight with.

The Re-fights presented in the Epic 40,000 Battles Book describe an Ork army and a Space Marine force which you can assemble from the models provided in the box. These are a good demonstration of the way an army is organised and it is a good idea to play a few of these battles with the given armies first. This will enable you to get to grips with the rules without any unnecessary complication and also demonstrate the abilities of the various troops at your disposal. Armed with this information you can then set about choosing your own detachments and armies for use in other battles.

The Army Lists

The Epic 40,000 army lists are divided into the different detachment types available to each race. For example, the Army of the Imperium can field Space Marine infantry and armour detachments, Imperial Guard infantry, tank and artillery detachments, Imperial Navy air detachments and the war engine detachments of the Imperial Guard and

Titan Legions. Within each of the detachments there is a wide selection of different troops, available in differing proportions depending upon the detachment type. Choosing an army is no task to be taken lightly, and as your experience with Epic 40,000 grows, so to will your strategy and tactics. In the light of these experiences you will want to change your forces to suit the style of battles you prefer. However, to start with it is probably best to select a wide variety of different tanks and warriors to give you a good introduction to the army.

In this article I'll take you through the process of picking an army. To illustrate these ideas, I'll be picking a Space Marine force, but the principles involved apply to all the different races in Epic 40,000.

The Imperial Fists

My army is going to consist of Space Marines from the Imperial Fists Chapter (because that's the way the Studio Space Marine army is painted!). I don't want to go too mad, so I've limited myself to choosing troops I could field all together from two sprues of plastic Space Marine infantry, one sprue of plastic Space Marine vehicles and a few blister packs of metal miniatures.

As I mentioned before, I'm going to select a variety of troops, ranging from fast attack specialists, heavy

firepower units and some all-round tactical troops. Well, here goes...

The Miniatures

First of all, I compiled a list of the available miniatures so that I knew exactly what I would be able to field. This is shown below. By working this list out now, and updating regularly with your new acquisitions, you can save lots of hassle later. There's nothing more annoying than starting a battle and finding out that you haven't got enough Rhinos or something, which then leads to lots of hasty recalculations in front of an impatient (or possibly patient if he or she is nice) opponent.

The First Detachment – Tactical

Having had a few games (six months of pretty solid playtesting, actually!) I know that Space Marine Tactical troops are really effective – implacable when they advance and immovable in defence. My first detachment will be based around these reliable troops. With these as the

The Miniatures Collection

The following models are what I can field at the moment. Of course, later on lots more stuff will be added, but even this small selection can provide a very effective army.

I have two sprues of plastic Space Marine infantry and a sprue of plastic Space Marine vehicles, which gives me:

12 Tactical units (enough for six squads of two units each, however, I will probably reduce this to ten units by using some of the models for my command units and Librarians)

4 Devastator units (enough for two squads of two units each)

4 Assault units (enough for two squads of two units each)

2 Terminator units (two separate squads)

2 Scout units (two separate squads)

2 Bike units (enough for one or two squads)

2 Command units (This can be increased by using some Tactical Space Marines to replace the character models)

2 Librarian units (again, Tactical Space Marines will be used to fill up the base)

2 Land Raiders

2 Whirlwinds

4 Rhinos

I have also got some blister packs of metal miniatures which has added the following vehicles to my collection:

4 Dreadnoughts

2 Command Land Raiders

3 Predators

3 Vindicators

4 Attack Bikes

4 Land Speeders

basis of the detachment, they'll need to be in the Main Force section, so I look at the army list and see that I need to use the Space Marine Detachment list.

The Command

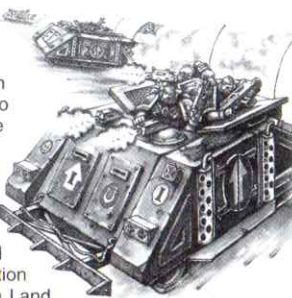
First of all I need to choose a detachment commander. I can choose any unit I like to be in command, and will have to pay an extra 25 points for that unit. Although it isn't specifically stated in the Armies Book, your commander should be the unit furthest up the detachment's chain of command. For example, if you had a Librarian and some Space Marines, the Librarian should be in command because he is higher up the chain of command than the other troops. For this detachment I wanted some real reliability, and so chose a Space Marine Captain as the commander. Rather than start filling in the detachment card straightaway, I noted this down on some paper – it's easier to change things on scrap paper than to start amending your detachment cards.

Anyway, I see that a Captain costs me 25 points, plus an additional 25 points to make him the detachment commander. It would be nice to have something to mark the Captain out as special, and I notice he has the option of being mounted in a Land Raider. This seems eminently suitable, so that increases his cost by 35 points, giving a total of 85 points (25+25+35).

To give that all-round feel to the detachment I also include a Librarian from the Command section of the detachment list. He costs 35 points, but I don't need to buy him his own transport because a Land Raider can transport two units – the Captain won't mind sharing! With no other upgrades to consider, that completes my choices from the Command section.

The Main Force

Bearing in mind that I'll want a few spare models to make up my Librarian (and possibly Command) units, I decide that ten units of Tactical Space Marines are available. Looking at the army list, I see that Space Marines come in squads of two units each – ten men to a squad. This means my ten units gives me a total of five squads. These are standard Tactical troops so there are no upgrades, and I only have 4 Rhinos available so I probably want to save them for the assault detachment I'll be choosing later. This means I have five squads of Tactical Space Marines with nothing else, which cost me 30 points each. That's a total of 150 points for the five squads.



Just to finish off the Main Force (and use as many of my models as possible) I add on the two units of Scouts. The army list tells me that they come in single unit squads, so my two units make up two separate squads. These cost 16 points each, adding 32 points to the detachment total.

The Support

This is a tactically flexible detachment, and looking at the profile for Space Marine Dreadnoughts I note that they are quite good at shooting and pretty awesome in close combat too – just the thing to give the detachment that added punch whatever it ends up doing on the battlefield. I decide to take just two of my Dreadnoughts, although I have four available. If I find no other use for the remaining two, I'll put them in this detachment too (that's why I haven't filled the detachment card out yet!). The Dreadnoughts are from the Support section of the detachment list and you can't take more choices from the Support section than you have Main Force units. Since I have seven Main Force choices, I can make up to seven Support choices too, so two Dreadnoughts is no problem at all. The Dreadnoughts cost 27 points each, adding 54 points to the total cost.

Other Information

So, my first detachment choice is completed. It consists of a Captain in a Land Raider, a Librarian, 5 Tactical squads, 2 Scout squads and 2 Dreadnoughts. There's a few other details I need to work out. First of all, I'll give the detachment a name. Most detachments are best named after their commander. I call my commander Captain Phemeus. There are some other facts I need to know about Force Phemeus. Firstly, it's total points cost, which is a simple matter of adding up all the costs I've worked out so far. This gives me a total of 356 points (35+85+150+32+54).



From this points value I can then work out the army morale value of the detachment. This is used in most scenarios to calculate the starting army morale of your force and shows how much is deducted from that total when the detachment is reduced to half strength by casualties. Your army morale shows how willing your troops are to fight, the higher the better, and if it is reduced to zero, the army has lost all its nerve and you have lost the game. The formula is very simple – total points cost of the detachment divided by 50, rounding fractions up. $356 \div 50 = 7.12$, which rounds up to a morale value of 8.

Now that I have the morale value, I have to find out how many casualties the detachment can take before it is reduced to 50% of its starting strength. This is a straightforward matter of counting how many units there are in the detachment and then halving the total (rounding up again). There are three units in the command sections (Captain, Librarian and Land Raider), 12 units in the Main Force (5 squads of two units and two squads of one unit each) and the two Dreadnoughts in Support. This is a total of 17 units, which means that the detachment must lose 9 units before it is at half strength.

Lastly, I need to work out the detachment's reserve speed. This is used in some scenarios when the detachment doesn't actually start on the table but is 'behind the lines'. The faster the detachment is, the quicker it will turn up for the battle. The reserve speed is simply the lowest speed characteristic in the detachment. Looking at the Imperial units summary in the Armies Book, I see that Space Marines have a speed of 10, Land Raiders have 25 and Dreadnoughts have a speed of 15. The lowest is the Space Marines, so the reserve speed for the detachment is 10.

All of this information is written onto the detachment card. To finish off, I fill in the profiles of the different troops in the detachment along the bottom of the card, to act as a quick reference during the heat of battle.

The Second Detachment – Tanks

Okay, so now I've got a fairly large, flexible detachment that can cope pretty well with whatever my foes throw against me. With that sorted out, I think it's time to start specialising a bit more. For my second detachment, I decide to go for something with a hard punch. Although there are many infantry units which have a respectable amount of firepower, for real speed and heavy firepower, vehicles are your best choice. To field a detachment of vehicles, I need to choose from the Space Marine Armour detachment list.

This detachment takes my three Predators and two Whirlwinds. These are very shooty but not all that good in close combat. Just to even things up a little, I include one of my three Vindicators too (its Close Support special ability allows it to add its firepower in an assault, as long as it isn't being directly attacked). I have only a limited number of command units, so for this detachment I use the option of upgrading one of the tanks to commander

status. This doesn't give the vehicle any extra abilities or anything, it just shows who is in charge. I think one of the Predators fits this role best (I don't know why, it just seems a more commanding tank!) so one of the Predators is entered in the Command section of this list and adds +25 points to its cost (giving a total of $27+25=52$ points).

The rest of the tanks come from the Main Force section. However, unlike the tanks from the Support section of the Space Marine detachment, these vehicles can be taken in squadrons. When in support, each tank takes up one of your Support choices. However, in this detachment I can have up to three tanks making up one choice (in the same way that Space Marine squads are a single choice, but actually consist of two units each). This organisation only affects your army selection process. If I wanted to take Support for this detachment, I might want to field my tanks separately, because each entry on the Main Force section allows me a choice on the Support section – by spreading the number of tanks over more entries, I give myself more choices. However, I'm not intending to take any Support at all, so I just take the remaining two Predators as one squadron, the two Whirlwinds as one squadron, and the lone Inductor.

Using the process given previously, I then work out the total points value, army morale value, half strength value and reserve speed. These are written down on the accompanying detachment card. I also copy out the profiles of the different tanks so I can admire how fast and shooty they are in just one glance! I name the detachment Force Cepheus, and it is ready to fight for the Emperor.

The Third Detachment – Fast Attack

Although my tanks are pretty fast, I want some real speed in my army. This detachment can race across the battlefield to capture objectives or pin the enemy back, roar around the flanks to attack from behind, and generally cause havoc for my opponent. 'Light' detachments such as these (it won't be astonishingly big, shooty or well armoured) are useful for harrying your opponent while your other troops get into position to give them a good pounding.

First of all, I thought this detachment would be a Space Marine detachment. However, after sketching out the details of the detachment, I realised I wouldn't be able to field all my Attack Bikes and Land Speeders if I did this (I didn't have enough Main Force units to allow so many Support vehicles). For this reason, this detachment was also chosen from the Space Marine Armour list.

Juggling Around

Originally I had one of my land Speeders acting as the detachment commander, but shortly after making the decision I changed my mind. Detachments such as this are very likely to be involved in an assault or firefight with the enemy, and the bulk of my troops in this detachment were only average at this sort of fight. To help them out, I

included a Librarian (having more psykers than the enemy adds +1 to your assault and firefight rolls). As the Librarian is higher up the chain of command than a Land Speeder, he was then the prime candidate for detachment commander. So that he could keep up with those under his command, I mounted the Librarian in a Land Raider. Although Land Raiders aren't as fast as Attack Bikes and Land Speeders, they are faster than an infantry unit.

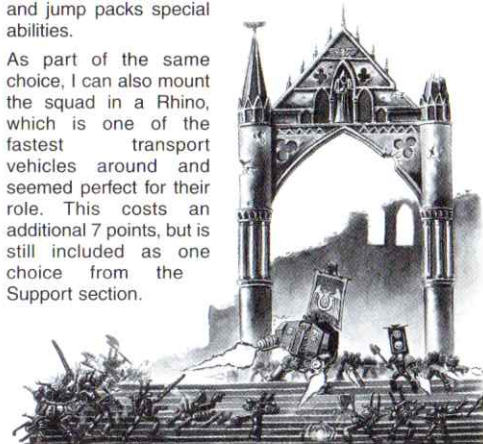
As I had four each of the Attack Bikes and Land Speeders, these needed to be organised into squadrons to fit onto the detachment card (each squadron is one to three units strong). I wasn't planning on having that many Support troops, so I just split them down into squadrons of two units each. These cost me 20 points per squadron for the Attack Bikes, and 40 points for each Land Speeder squadron. This filled up four choices on my Main Force so I could pick up to four Support choices.

I had two Bike units to field somewhere, and they neatly fitted into the role of this detachment. Like the vehicle squadrons, the Bikes can be fielded in squads of one to three units, so both my Bike units were included as a single squad and took up one Support choice. As I mentioned earlier, these fast detachments are likely to end up in a firefight or a close assault, so to give extra strength in close combat, I wanted to include my four units of Assault Space Marines. To keep up with the Bikes, these would need to be mounted in some form of transport vehicle.

Using Upgrades

This is a good place to explain how the upgrades in the army lists work. I had two Assault squads and wanted to include them in the detachment. The way this works is as follows. I start by choosing a Space Marine squad for 30 points. The army list tells me that I can upgrade them to Assault Space Marines by paying an additional 4 points. This gives them the assault and jump packs special abilities.

As part of the same choice, I can also mount the squad in a Rhino, which is one of the fastest transport vehicles around and seemed perfect for their role. This costs an additional 7 points, but is still included as one choice from the Support section.



This means that my Bike squad and two Assault squads in Rhinos fill up three Support entries, which is fewer than my Main Force choices and is therefore allowed. As you can see from the detachment card, the Assault squads and their attendant Rhino are all entered onto one line. However, just because the Rhinos are attached to the Assault squads, it doesn't mean they can only transport those troops. If the command Rhino is destroyed I could carry the Librarian inside one of the other Rhinos and leave one of the Assault units behind.

Again, I work out the number of units, total cost, reserve speed and so on. When working out your reserve speed, it is important to remember what troops are being transported in other vehicles. In this case, although the Assault squads would normally only have a speed of 20 (taking their jump packs into account) and the Librarian has a speed of 10, they are all being carried in Rhinos which have a speed of 30. This means the detachment's reserve speed is 30 (pretty fast!).

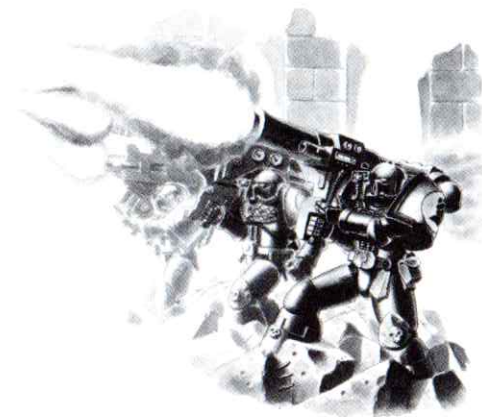
The Final Detachment - Heavy Firepower

Although I have my tank detachment, I could still do with some troops that can pour serious amounts of firepower into the enemy (and anyway, I still haven't used my Devastator units!). Everything that was left over was put into this detachment.

Although I wasn't envisaging this detachment to be zooming all over the place (settled on Overwatch to maximise their firepower would be better) it would help if they had some speed to reach a good firing position as soon as possible. As you can see from the detachment card, this is a Space Marine detachment. The Main Force units were selected in a similar way to the Assault squads. Devastators are chosen as Space Marine squads with the Heavy Weapons special rule, and one squad was mounted in a Rhino. The Terminators only have the option of being mounted in a Land Raider, so both squads made use of this.

I actually used one of the Land Raiders to transport one of the Devastator squads, since both Terminators could fit into one Land Raider and I had run out of Rhino models. I still had a metal Command Land Raider left over, so the Captain was given this, both as a means of transport and also for those two nasty anti-tank shots the Land Raider has.

With my Main Force chosen, it was time to choose the Support. Although Devastators are really good at long range, their heavy weapons encumber them and make them less effective in assaults. To counter this I included two Vindicators, which as mentioned earlier can lend great short-ranged fire support. I also decided to put my last two Dreadnoughts here too, rather than in the tactical detachment, because they have a hefty Firepower and would also be able to cut up any enemy trying to assault the detachment. The Vindicators can keep up with the



transported troops but the Dreadnoughts' speed is somewhat lower so I have to be careful not to leave them behind too far.

Hopefully, the Dreadnoughts will have reached the bulk of the detachment before the enemy can threaten them with close combat. The only other downside is that the Dreadnoughts' speed of 15 reduces the detachment's reserve speed to 15, making it less likely they would turn up quickly. However, with their extra range, hopefully turning up a little later would not have much of an effect on the detachment's usefulness.

The End is Near

So, after checking all my points costs and calculations (as well as making sure I had everything I needed in terms of models) it was time to fill in my detachment cards. With the mix of detachments at my disposal my opponents would never be quite sure what they were facing. With everything included, my army is now worth 1,203 points, not bad considering that there didn't seem to be that many troops and tanks to start with. Of course, this is just the start of the army, and a war engine or two, possibly some Imperial Guard detachments and definitely some flyers will be joining the valiant Imperial Fists in due course. As the collection grows this choice will become even wider still and new troops and tanks can be formed into new detachments or I can re-organise the ones already picked to incorporate any recruits. In terms of the look of the army, it would be nice now to add something a bit bigger, like a war engine or two, or maybe a Thunderhawk with a detachment of Assault squads or Terminators inside.

All that's left now is for me to wish you all the luck you deserve! Happy gaming!

WARHAMMER EPIC 40,000

DETACHMENT NAME

FORCE PHEMEUS

DETACHMENT TYPE

SPACE MARINE

PSYKER

SPACE MARINE LIBERIAN ARISTEL

COMMANDER

SPACE MARINE CAPTAIN PHEMEUS RIDING IN A LAND RAIDER (DETACHMENT HQ)

COMMANDER

COMMANDER

POINT COST

35

85

RESERVE SPEED

10

HALF STRENGTH

9

MORALE VALUE

8

TOTAL POINT COST

356

DETACHMENT MAIN FORCE

POINT COST

1 TACTICAL SQUAD

30

2 TACTICAL SQUAD

30

3 TACTICAL SQUAD

30

4 TACTICAL SQUAD

30

5 TACTICAL SQUAD

30

6 SCOUT SQUAD

16

7 SCOUT SQUAD

16

8

9

10

DETACHMENT SUPPORT

POINT COST

1 DREADNOUGHT

27

2 DREADNOUGHT

27

3

4

5

6

7

8

9

10

UNIT

SPEED

RANGE

FIRE POWER

ASSAULT

ARMOUR

NOTES

SPACE MARINE CAPTAIN

10cm

30cm

1

3

5+

HERO, RAPID FIRE, STUBBORN

SPACE MARINE LIBERIAN

10cm

30cm

1

3

5+

HERO, PSYKER, RAPID FIRE, STUBBORN

TACTICAL SQUAD

10cm

30cm

1

3

5+

RAPID FIRE, STUBBORN

SCOUTS

10cm

30cm

1

3

5+

INFILTRATORS, RAPID FIRE, STUBBORN

UNIT

SPEED

RANGE

FIRE POWER

ASSAULT

ARMOUR

NOTES

DREADNOUGHT

15cm

45cm

2

4

6+

LAND RAIDER

20cm

45cm

2 x IMP-3MM

2

6+

TRANSPORT (2)

DETACHMENT NAME

DETACHMENT TYPE

PSYKER
SPACE MARINE LIBARIAN GERYON RIDING IN A RHINO (DETACHMENT HQ)

COMMANDER

COMMANDER

COMMANDER

POINT COST

67

RESERVE SPEED 20

HALF STRENGTH 9

MORALE VALUE 6

TOTAL POINT COST 289

DETACHMENT MAIN FORCE

POINT COST

1 ATTACK BIKE SQUADRON (2 UNITS) 20

2 ATTACK BIKE SQUADRON (2 UNITS) 20

3 LAND SPEEDER SQUADRON (2 UNITS) 40

4 LAND SPEEDER SQUADRON (2 UNITS) 40

5

6

7

8

9

10

DETACHMENT SUPPORT

POINT COST

1 BIKE SQUADRON (2 UNITS) 20

2 ASSAULT SQUAD IN A RHINO 41

3 ASSAULT SQUAD IN A RHINO 41

4

5

6

7

8

9

10

UNIT

SPACE MARINE LIBARIAN 10CM 30CM 1 3 5+ HERO PSYKER RAPID FIRE, STUBBORN

ATTACK BIKE 30CM 30CM 2 1 4+ SKINNER

LAND SPEEDER 35CM 30CM 2 1 4+ SKINNER

RHINO 30CM N/A 0 0 5+ TRANSPORT (2)

UNIT

BIKE SQUADRON 35CM 15CM 1 2 4+ ASSAULT, JUNE PACKS RAPID FIRE, STUBBORN

ASSAULT SQUAD 10CM 30CM 1 3 5+ ASSAULT, JUNE PACKS RAPID FIRE, STUBBORN

DETACHMENT NAME

FORCE PRAEPOLO

DETACHMENT TYPE

SPACE MARINE

PSYKER

PSYKER

COMMANDER

COMMANDER

COMMANDER

COMMANDER

SPACE MARINE CAPTAIN PRAEPOLO RIDING IN A LAND RAIDER (DETACHMENT HQ)

POINT COST

85

15

RESERVE SPEED

8

HALF STRENGTH

7

MORALE VALUE

378

TOTAL POINT COST

DETACHMENT MAIN FORCE

POINT COST

1 DEVASTATOR SQUAD IN A RHINO

47

2 DEVASTATOR SQUAD

40

3 TERMINATOR SQUAD IN A LAND RAIDER

54

4 TERMINATOR SQUAD IN A LAND RAIDER

54

5

6

7

8

9

10

DETACHMENT SUPPORT

POINT COST

1 VINDICATOR

22

2 VINDICATOR

22

3 DREADNOUGHT

27

4 DREADNOUGHT

27

5

6

7

8

9

10

UNIT

SPACE MARINE CAPTAIN

10cm

30cm

1

3

5+

HERO, RAPID FIRE, STUBBORN

NOTES

SPACE MARINE CAPTAIN

10cm

30cm

1

3

5+

HERO, RAPID FIRE, STUBBORN

NOTES

SPACE MARINE CAPTAIN

10cm

30cm

1

3

5+

HERO, RAPID FIRE, STUBBORN

NOTES

SPACE MARINE CAPTAIN

10cm

30cm

1

3

5+

HERO, RAPID FIRE, STUBBORN

NOTES

SPACE MARINE CAPTAIN

10cm

30cm

1

3

5+

HERO, RAPID FIRE, STUBBORN

NOTES

SPACE MARINE CAPTAIN

10cm

30cm

1

3

5+

HERO, RAPID FIRE, STUBBORN

NOTES

SPACE MARINE CAPTAIN

10cm

30cm

1

3

5+

HERO, RAPID FIRE, STUBBORN

NOTES

SPACE MARINE CAPTAIN

10cm

30cm

1

3

5+

HERO, RAPID FIRE, STUBBORN

NOTES

SPACE MARINE CAPTAIN

10cm

30cm

1

3

5+

HERO, RAPID FIRE, STUBBORN

NOTES

SPACE MARINE CAPTAIN

10cm

30cm

1

3

5+

HERO, RAPID FIRE, STUBBORN

NOTES

SPACE MARINE CAPTAIN

10cm

30cm

1

3

5+

HERO, RAPID FIRE, STUBBORN

NOTES

SPACE MARINE CAPTAIN

10cm

30cm

1

3

5+

HERO, RAPID FIRE, STUBBORN

NOTES

SPACE MARINE CAPTAIN

10cm

30cm

1

3

5+

HERO, RAPID FIRE, STUBBORN

NOTES

SPACE MARINE CAPTAIN

10cm

30cm

1

3

5+

HERO, RAPID FIRE, STUBBORN

NOTES

SPACE MARINE CAPTAIN

10cm

30cm

1

3

5+

HERO, RAPID FIRE, STUBBORN

NOTES

SPACE MARINE CAPTAIN

10cm

30cm

1

3

5+

HERO, RAPID FIRE, STUBBORN

NOTES

SPACE MARINE CAPTAIN

10cm

30cm

1

3

5+

HERO, RAPID FIRE, STUBBORN

NOTES

SPACE MARINE CAPTAIN

10cm

30cm

1

3

5+

HERO, RAPID FIRE, STUBBORN

NOTES

SPACE MARINE CAPTAIN

10cm

30cm

1

3

5+

HERO, RAPID FIRE, STUBBORN

NOTES

SPACE MARINE CAPTAIN

10cm

30cm

1

3

5+

HERO, RAPID FIRE, STUBBORN

NOTES

SPACE MARINE CAPTAIN

10cm

30cm

1

3

5+

HERO, RAPID FIRE, STUBBORN

NOTES

SPACE MARINE CAPTAIN

10cm

30cm

1

3

5+

HERO, RAPID FIRE, STUBBORN

NOTES

SPACE MARINE CAPTAIN

10cm

30cm

1

3

5+

HERO, RAPID FIRE, STUBBORN

NOTES

SPACE MARINE CAPTAIN

10cm

30cm

1

3

5+

HERO, RAPID FIRE, STUBBORN

NOTES

SPACE MARINE CAPTAIN

10cm

30cm

1

3

5+

HERO, RAPID FIRE, STUBBORN

NOTES

SPACE MARINE CAPTAIN

10cm

30cm

1

3

5+

HERO, RAPID FIRE, STUBBORN

NOTES

SPACE MARINE CAPTAIN

10cm

30cm

1

3

5+

HERO, RAPID FIRE, STUBBORN

NOTES

SPACE MARINE CAPTAIN

10cm

30cm

1

3

5+

HERO, RAPID FIRE, STUBBORN

NOTES

SPACE MARINE CAPTAIN

10cm

30cm

1

3

5+

HERO, RAPID FIRE, STUBBORN

NOTES

SPACE MARINE CAPTAIN

10cm

30cm

1

3

5+

HERO, RAPID FIRE, STUBBORN

NOTES

SPACE MARINE CAPTAIN

10cm

30cm

1

3

5+

HERO, RAPID FIRE, STUBBORN

NOTES

SPACE MARINE CAPTAIN

CAMPAIGN HONOUR LIST

TACTICS AND NOTES